

## **SUMMARY OF CLAIMED SUBJECT MATTER**

The invention is directed to a system for organizing and assembling information and resources for interaction with at least one user for facilitating creative problem solving is shown in Fig. 1, the system (1) including a host/server (2) disposed on a network (p. 5, l. 15-16) (Claim 21, 32). Storage is provided to save the user configuration on the host/server, though storage on user devices is also contemplated.(p. 5, l. 21-p. 6, l. 3) (Claim 21)

A plurality of devices, such as the personal computer 3 or laptop computer 5 are connectable to the host/server. The host/server contains the software that acts as the means for generating a plurality of user configurable electronic spaces (4, 8, 6, 9 and 11) (P. 5, l. 15-p. 6, 1.3; p20, l. 9-11).(Claim 21, 32) A user configured electronic space is configured by the user to look like a room (12) with furnishings and decorations (see Fig. 2) containing a plurality of images that also function as links to various resources and applications. (p. 7, l. 11-19).(Claims 21, 26 and 32)

Each user may access the electronic space by means of various electronic devices, such as the PC (3), laptop (5) or a mobile wireless device (7), and then may select specific icon images such as the phone (14) to activate one of a selection of communication links or engage the typewriter icon ( 15) to use a word processing application (p. 7, l. 13-17)(Claim 21, 26 and 32)

The electronic room space, best shown in applicant's Fig. 2, is not a conventional user interface. The room image is configured by the user to contain personalized iconic images representative of the tastes of the user, and which also act as interactive user configured links to selected resources. The links enable the user to interact with selected resources, to gather further resources and to interact with selected individuals, providing a unique workplace

conducive to problem solving.

Fig. 3 illustrates the multidimensional interaction available to a user of the applicant's invention. A user configured virtual room has selected "decorations" and "furnishings" that actually link to specific resources so the user can literally work within the "room" on problem solving. Each member of a group working on the same problem has their own room, so each can interact not only with their selected resources but also with each other in a common electronic space or "meeting room". Thus, the electronic space is a dynamic environment for the user, not merely a man-machine interface.

Each of independent claims 21, 26 and 32 also incorporate an intelligent agent application, and means to engage a dispatcher in locating resources and tools to assist the user. (p. 5, l. 3-7; p.10, l.15-18; p.14, l.20 - p.15, l.5; p. 17, l. 8-12). The user also has a system monitor to oversee and work in concert with the intelligent agent (p. 5, l. 3-7), and which may also function as a dispatcher for locating resources on request, providing tools for creating reports, graphics, letters, presentations, access to an AI based system for morphing solutions, etc. (p.14, l. 20 - p. 15, l.5). The dispatcher may also locate experts or relevant databases, or technical resources, to facilitate the problem solving process. (p.17, l. 8-12). Utilizing the intelligent agent and dispatcher, a user can increase the speed at which a solution is arrived at, and can develop solutions that would be difficult to arrive at in a standard office setting.